

How many boxing infractions would the ARMS Fighters have?

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How many boxing infractions would the ARMS Fighters have?

by [AxolKat42](#)

Summary

I'm copying Bumbles McFumbles "which punch-out boxer is the biggest cheater" video but applying it to ARMS because I'm desperate for ARMS content.

General Infractions

I'll be ranking their infractions based on attire, weapons (or ARMS as their called in game), moveset, and any other detail that doesn't fit into those categories. To my knowledge there's no ARMS fighter that's canonically an Irish man looking to kill someone by loading horseshoes into his boxing gloves, but I can already tell the ARMS League is cooked with all the shit their fighters have done. So let's see how screwed over the ARMS League is compared to the WVBA.

Off the bat we already have 6 infractions for things related to the League and the venues:

- There's no referee.
- No ten count, they're only down when they fall to the ground and can't get up.
- The fighters seemingly aren't given corner time in between rounds.
- Most of these stages aren't even proper boxing rings. In fact, the closest we have to an actual boxing ring in this game would probably be the Sparring Ring. I am definitely covering each individual infraction relating to these stages.
- Actual ass bombs are thrown into the ring.
- They leave bottles of HP and Rush Gage juice.

As for the actual fighters, they all share these specific infractions:

- No one is using proper boxing gloves, they're just using ARMS.
- No one is seen using a mouth guard.
- No one is seen using proper fist wrappings.
- Nowhere in any of the fighters' bios is it mentioned where they're from.
- None of the fighters are fighting in their specific weight classes.
- I'm 85% positive that the grabs and rush attacks seen in game are highly illegal. It's two different things so two different infractions.
- I'm unsure if having arms made out of slinkies would go against actual boxing rules since the ARMS Ability (sadly) isn't real, but if it were real then I think it would be banned from any normal boxing league.
- Each of the weapons the fighters use don't qualify as boxing gloves and have varying attributes that could put people's lives at risk.

And before you ask, yes I will be counting these with each of the fighters in their specific infractions. That's already 9 infractions for each of the 15 fighters in game, so you already know the ARMS League is in an insane amount of trouble. But what about the actual fighters?

Spring Man

Spring Man:

Attire (10)

- Hair is dyed blue which is apparently against the rules.
- Wearing a shirt in a professional fight.
- Wear a chest plate over said shirt.
- Chest plate has personal branding.
- Shorts don't show clear lines of demarcation.
- Wears sneakers instead of boxing boots.
- Wears a mask that could allow punches to slip off easier.
- Hair is long enough to be ripped from the roots, especially when everyone has insanely long arms.
- Seen wearing wrist bands in concept art that he likely wears in the ring.
- Said wrist bands have his logo on them.

Weapons (6)

- Toaster can easily burn opponents, putting them at risk of being burned.
- Boomerang acts just as it's name sake and it can also quite literally send opponents flying away.
- Tribolt technically counts as an actual ass gun and temporarily stuns people.
- Each of his 3 ARMS have some sort of branding on them.

Moveset (2)

- I'm pretty sure the shock wave ability could be illegal.
- Same for the perma charge.

Other (0)

- I couldn't think of anything that would go outside the previous 3 categories, but if I missed something let me know.

We're only on the first fighter, yet we already got 27 infractions. I sure wonder what the others are gonna do to get themselves permanently banned from boxing.

Ribbon Girl

Ribbon Girl:

Attire (12)

- Hair is long enough to be pulled from the roots.
- Hair is also likely a wig since I'm fairly positive no one can have hair made of actual ribbons, so it would count as a hat.
- Wears a ribbon in her ponytail.
- Wears makeup which can allow punches to slip off easier.
- Wears a mask.
- Wears earrings that she would have to take out before the fight.
- Wears a skirt as opposed to boxing shorts.
- Shorts underneath skirt don't show lines of demarcation.
- Wears a cheerleader outfit instead of actual boxing appropriate attire.
- Same cheerleader outfit has her logo which counts as personal branding.
- Wears sneakers instead of boxing boots.
- Seen wearing ribbons on her wrists in concept art which likely carry over to the ring.

Weapons (6)

- Sparky can electrocute people.
- Popper will blow you away, not only with wind but with confetti.
- Slapamander not only slaps people but can also set them on fire.
- Each of her 3 ARMS have some sort of branding on them.

Moveset (1)

- Multi jump allows her to attack mid-air.

Other (3)

- Women's boxing exists, but I'm pretty sure there's a reason why we don't normally see women be pit against men.
- Ribbon Girl is 17 so she would need to wait until she's at least 18 in order to compete.
- Weight isn't listed in her bio so we don't even know what her correct weight class is.

That brings Ribbon Girl to 31 infractions, with 12 of them being from her attire alone. I can only imagine what the next fighter has in store for us with infractions...

Ninjara

Ninjara:

Attire (11)

- Hair is dyed green which you cant do.
- Hair is also long enough to be ripped from the roots. I know it's tied up, but with how long everyone's ARMS are, I'm count it because I'm kinda petty.
- Hair is tied up with a piece of metal.
- Wears pants instead of boxing short which don't show the knees or show any lines of demarcation.
- Wears a shirt in a professional fight.
- Presumably wears a chest plate over said shirt.
- Has a logo on his shirt that counts as personal branding.
- Wears a mask.
- Wears chains over said mask which kinda make them look like glasses.
- Wears a scarf.
- He wears boots but they don't seem to be the type of boots approved for boxing matches.

Weapons (6)

- Chakram acts more like a boomerang.
- Buff is the closest we have to a boxing glove so far, but it still doesn't count as one.
- Triblast not only acts as a gun, but it also acts as explosives.
- Each of his 3 ARMS have some sort of branding.

Moveset (2)

- Teleports mid match through his ninja skills.
- Due to there being smoke when he teleports, it's safe to assume he likely brought smoke bombs into the ring.

Other (0)

- I cant name any infractions to put here. Is it illegal for ninjas to join boxing leagues?

Ninjara has 28 infractions, currently putting him in second place next to Ribbon Girl. Let it be known we're only a fifth of a way through counting each of the fighters' infractions, we're almost at 100 infractions.

Master Mummy

Master Mummy:

Attire (6)

- His entire body is wrapped in either bandages or sports tape.
- He wears a wrestling uniform instead of proper boxing attire.
- His logo is on said wrestling uniform.
- His shorts don't show any clear lines of demarcation.
- He wears sneakers instead of boxing boots.
- He wears a mask with bolts screwed into it.

Weapons (7)

- Megaton can literally crush people.
- Retorcher acts as a gun and lights people on fire.
- Phoenix is a robot bird that lights people on fire.
- The Phoenix could possibly even count as outside interference to some degree.
- Each of his 3 ARMS have some level of branding on them.

Moveset (1)

- When he regains health while blocking, you can see ghosts surrounding him. It can be assumed there is some level of outside interference involved.

Other (2)

- This dude's a reanimated corpse. I know he willingly joined the ARMS League with the goal of finding his family, but I'm pretty sure allowing corpses to participate in fights goes against both boxing rules and basic morals and laws.
- His age is not listed on his profile, meaning he didn't get an official boxing license.

Master Mummy officially has 25 infractions. I was honestly expecting more due to him being one of the few fighters that isn't human, but I guess we're saving some of the more major infractions.

Mechanica

Mechanica:

Attire (8)

- She wears goggles.
- Her hair is long enough to be ripped from the roots.
- Although we don't see Mechanica outside of her mech in game, we do have an idea of what her attire is like based off the wiki.
- Wears fingerless gloves over another pair of fingerless gloves. How the hell do you even think to where 2 pairs of fingerless gloves in the first place, then think to wear them in a boxing match?
- Wears a form-fitting bodysuit.
- Same suit seems to have some kind of branding on it.
- Wears pants that extend below the knees and don't show clear lines of demarcation.
- She also appears to be wearing some kind of headset that could be giving her outside advice.

Weapons (6)

- Revolver works like its namesake and electrocutes people.
- Whammer is a hammer that stuns people.
- Homie is an actual ass explosive.
- Each of her 3 ARMS have branding on them.

Moveset (1)

- She uses her mech suit to fly.

Other (4)

- Pitting women against men in boxing is against the rules.
- She is 15 so she would need to wait at least 3 years before getting into these fights.
- It's safe to assume that you can't just bring an entire ass mech into a boxing match.
- Same mech has personal branding on it.

Mechanica has 28 infractions. Silver lining; we're already a 3rd of a way through these infractions! ^ _ ^

Min Min

Min Min:

Attire (9)

- Wears a hat.
- Wears a mask.
- Hair is long enough to be ripped from the roots.
- Wears a shirt in a professional match. (I'm counting this on everyone who wears a shirt with no discrimination cuz I'm petty)
- Her logo is on her shirt.
- Shorts don't show clear lines of demarcation, but are damn close.
- Wears leggings under shorts.
- Wears socks.
- Wears sneakers.

Weapons (6)

- Dragon works like it's namesake and shoots people with fire.
- Megawatt not only crushes people but also electrocutes them.
- Ramram not only strikes people but also sets them on fire.
- Each of her 3 ARMS have some sort of branding on them.

Moveset (2)

- She throws kicks during her match which you obviously cant do.
- Her stats are increased when her left ARM turns into a dragon so it's probably against the rules.

Other (2)

- Pitting Women against men is against the rules.
- Her weight isn't listed, likely meaning she didn't get an official boxing license.

Min Min has 28 infraction. I'm starting to sense some kind of a pattern here.

Twintelle

Twintelle:

Attire (10)

- Hair is long enough to be ripped from the roots.
- Wears a mask.
- Wears makeup.
- Wears earrings.
- Wears a bracelet.
- Wears a shirt in a professional fight. (See Min Min's infractions for context)
- Logo is on said shirt.
- Wears pants that go below the knees.
- Pants don't show any clear lines of demarcation.
- Wears heels instead of boxing boots.

Weapons (7)

- Chilla literally freezes people.
- Parasol is used as a weapon as much as it's used as it's namesake.
- Thunderbird is a bird that electrocutes people.
- It could even be seen as outside interference to some degree.
- Each of her 3 ARMS have branding on them.

Moveset (2)

- Weaponizing your hair is against the rules.
- She slows down her opponents attacks somehow. I originally thought it had to do with the perfume she uses, but according to someone in a discord server I'm in, they are not related. I'm still counting her aura as an infraction though since I don't think you could get away with it in an actual boxing match.

Other (1)

- Pitting Women against men is against the rules.

Twintelle is making a public statement about having 29 infractions and how she hasn't been banned yet.

Byte & Barq

Byte & Barq:

Attire (7)

- I know he's a robot but he's fucking naked.
- Has no shorts that show clear lines of demarcation.
- Doesn't wear shoes.
- Logo is on his chest.
- Light on his head could be distracting.
- The fucking dog wears sunglasses.
- The light on the dog's head is also distracting.

Weapons (8)

- Seekie is a bomb that electrocutes people.
- Cracker works like a fire cracker so it'll set people on fire.
- Bubb is the second closest he have to normal boxing gloves but still isn't an actual boxing glove.
- Barq uses a Toaster to fight people. (consult Spring Man's infractions for context)
- Each of their 4 ARMS have personal branding.

Moveset (3)

- They fuse into one being when using their rush attack.
- Barq attacks the player.
- Byte uses Barq as a trampoline.

Other (2)

- Neither of them have an official age.
- You obviously cant bring a robot dog to a boxing match.
- These guys are controlled by AI and are police (obligatory /J)

The cops have 29 infraction, how the fuck haven't they been fired yet???

Helix

Helix:

Attire (6)

- He's not human but he's naked.
- He wears a visor that has LED lights.
- He wears a harness.
- Said harness that has his logo on it.
- He doesn't wear shorts that show clear lines of demarcation.
- He's not wearing any shoes.

Weapons (6)

- Blorb blinds people
- Ice Dragon is a canon that freezes people
- Guardian along with being a creepy ass face, also serves as a shield.
- Each of his 3 ARMS have branding on them.

Moveset (1)

- I think stretching yourself like Flubber goes against the rules.

Other (3)

- His height is never consistent.
- He's 2 years old. He should be at daycare not fighting grown adults.
- He's a jello blob not a human.

Helix, the ARMS fighter that looks like the literally slimey bastard from the 1997 film Flubber, has a total of 25 infractions.

Kid Cobra

Kid Cobra:

Attire (7)

- Wears a helmet that obstructs his face.
- Wears a shirt in a professional fight.
- Said shirt also has personal branding on it.
- Wears pants that go below the knees.
- Said pants don't show clear lines of demarcation.
- He also wears sneakers instead of boxing boots.
- Seen wearing fingerless gloves in concept art which he likely brings into the ring.

Weapons (6)

- Slamamander slaps bitches and causes tornadoes.
- Hydra shoots fire bullets at people.
- Coolerang is a boomerang that freezes people
- Each his 3 ARMS have branding on them.

Moveset (0)

- Surprisingly enough I couldn't find any illegal moves with him.

Other (1)

- It's confirmed that no one knows who he is under the mask, so it's possible he didn't get a proper boxing license.

Kid Cobra live streams himself getting 23 infractions. That's probably the least amount of rules broken thus far.

Max Brass

Max Brass:

Attire (7)

- Wears a helmet which allows punches to slip off easier.
- Wears a champion belt mid match.
- Wears a wrestling uniform instead of something more appropriate for boxing.
- He seems to be wearing armor on his chest.
- Said armor is in the shape of his logo which is personal branding.
- Wears pants that don't show clear lines of demarcation.
- He wears boots but they look more like wrestling boots.

Weapons (6)

- Roaster is a carbon copy of the Toaster and lights people on fire.
- Nade acts like a grenade.
- Kablammer is a hammer that lights people on fire.
- Each of his 3 ARMS have branding on them.

Moveset (2)

- When charging he bulks up which could count as cheating.
- Shares the same shock wave as Spring Man.

Other (1)

- He's 52 and apparently you cant box after you turn 40.

Max Brass might be champion of the ARMS League, but he's not champion of breaking the most rules since he only has 25 infractions.

Lola Pop

Lola Pop:

Attire (12)

- Her hair is long enough to be ripped from the roots.
- Has a headband in her hair
- She's wearing a mask.
- Wears clown makeup.
- Wears a fake clown nose.
- Wears earrings
- Wears a shirt in professional fights. (Consult Min Min's infractions for context)
- Her logo is on said shirt.
- Wears overalls that extend bellow the knees.
- Overalls don't show clear lines of demarcation.
- Wears sneakers instead of boxing boots.
- Is seen wearing gloves in concept art which are likely worn in the ring.

Weapons (6)

- Funchuck is a nunchuck.
- Biffler not only stamps god's face onto your face, but it also blinds people.
- Clapback is a shield that deflects attacks.
- Each of her 3 ARMS have branding.

Moveset (2)

- I think her inflating overalls might be against the rules.
- In her grab attack, she is seen throwing a kick.

Other (1)

- Pitting Women against men is against the rules.

Lola Pop nearly ties the record for most infractions with a whopping 30 infractions.

Misango

Misango:

Attire (12)

- Hair is long enough to be ripped from the roots.
- Wears a mask.
- Wears a gold headband.
- Wears a shirt in a professional fight.
- Wears a golden medal on said shirt.
- Said medal has his logo on it.
- Wears shorts that don't show clear lines of demarcation.
- Wears shorts under the same shorts that also don't have clear lines of demarcation.
- Wears some sort of ankle warmers.
- Doesn't even attempt to wear shoes.
- Wears earrings.
- Wears bracelets in concept art which likely carry over to the ring.

Weapons (6)

- Scorpio is a scorpion that poisons people.
- Gusher is the virgin version of the Blobber that just poisons people.
- Skully is a skull that stabs and poisons people.
- Each of his 3 ARMS have branding.

Moveset (3)

- Brings some sort of spirit into the ring.
- Said spirit boosts his stats.
- And it works as a shield at points.

Other (0)

- I couldn't find any other infractions on this guy.

Misango brings shame to the Misangans by getting a total of 30 infractions.

Springtron

Springtron:

Attire (9)

- Despite his hair being made of metal, it's still long enough to be ripped from the roots.
- Wearing a shirt in a professional fight.
- Wear a chest plate over said shirt.
- Chest plate has personal branding.
- Shorts don't show clear lines of demarcation.
- Wears sneakers instead of boxing boots.
- Wears a mask that could allow punches to slip off easier.
- Seen wearing wrist bands in concept art that he likely wears in the ring.
- Said wrist bands have his logo on them.

Weapons (6)

- Toaster can easily burn opponents, putting them at risk of being burned.
- Boomerang acts just as it's name sake and it can also quite literally send opponents flying away.
- Tribolt technically counts as an actual ass gun and temporarily stuns people.
- Each of his 3 ARMS have some sort of branding on them.

Moveset (3)

- The shock wave attack is illegal.
- It's much more OP version is also illegal.
- Same shock wave makes him faster.

Other (4)

- On his profile his age is listed as 0, likely because he actually has no age.
- Definitely illegal for robots to participate in boxing matches.
- He's a clone of Spring Man so the argument could be made he's committing identity theft.
- He interrupts the Grand Prix.

Springtron potentially takes the score for most infractions with 31.

Dr.Coyle

Dr.Coyle:

Attire (14)

- Hair is dyed green which isn't allowed.
- Hair is long enough to be ripped from the roots.
- Wears a mask.
- Wears makeup.
- Wears a suit that has some sort of skirt.
- Wears a green shirt over it.
- Said shirt has her logo on it.
- Wears a belt over her suit.
- Wears grey pants that go bellow the knees.
- Said pants don't show clear lines of demarcation.
- Wears stiletto heels.
- Same heels have her logo on them.
- Wears gloves in concept art that are presumably worn in the ring.
- Same gloves have her logo on them AGAIN, WHY THE FUCK DOES SHE NEED HER LOGO ON EVERYTHING?!

Weapons (6)

- Lokjaw is not only a creature I could only view in my nightmares, but it also sends explosion bombs at people.
- Parabola is a parasol the electrocutes people.
- Brrchuk are nunchucks that freeze people people.
- Each of her 3 ARMS have branding.

Moveset (4)

- Summons a third ARM on either of her shoulders.
- Can fucking fly.
- Teleports.
- Turns fucking invisible.

Other (7)

- Pitting Women against men is against the rules.
- Her stats in her record were only listed in different codes. Luckily fans were able to decode them.
- She is 48, meaning she isn't allowed to fight anymore.
- Was perfectly fine with allowing Hedlok and Springtron to interrupt ARMS fights, which is not an ok thing to do in combat sports.
- Willingly interrupts the Grand Prix herself.
- Taunts her opponents to the point of being unsportsman like.

- Although she hasn't officially been charged with any crimes, it's against boxing rules to allow people with criminal records to participate in boxing matches. I think it's safe to assume that what Coyle is doing in ARMS Labs goes against a lot of laws.

I don't know how the fuck she pulled it off, but Dr.Coyle has 40 infractions. Jesus Christ, the ARMS Leagues are lucky as hell that they haven't been hit with a wrongful death lawsuit yet.

Every Stage In The Game

But we're not done with infractions yet, because we gotta talk about the stages these guys fight on. Literally none of them can count as proper boxing arenas. At this point I'm contemplating involving OSHA in this because holy crap these stages are just asking for a wrongful death lawsuit to happen!

Spring Stadium (5):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- There are trampolines on the edges of the stage that fighters can bounce off of.
- The trampolines can also deal damage if a fighter attacks their opponent mid-air.

Ribbon Ring (5):

- Pretty sure you cant host concerts during a boxing match.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- Blocks rise from the ground unpredictably.
- Some blocks will even spawn HP/Rush juice and bombs.

Ninja College (6):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- Fighters are fighting on a staircase. I think you can guess how that would end poorly.
- I don't think you can host boxing matches outside College campuses.
- You can also break frog statues on the map which is just begging for vandalism charges.

Mausoleum (6):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- I'm 85% positive that this stage is a graveyard. I'm pretty sure there are a number of legal and ethical reasons why you can't just host a fight where some dude's grandma is buried.
- Floor can easily be broken.
- Underneath is a trampoline that can allow fighters to jump.

Ramen Bowl (5):

- Takes place outside.

- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- The stage could easily be considered a pool with the massive dent in the middle.
- I don't remember if the dent has any drains, but if doesn't then that could easily make for some kind of pool.

Scrapyard (8):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- Due to this stage being a scrapyard, it's safe to assume having this much machinery near so many people with out proper protection would just be begging for a wrongful death lawsuit.
- There are two pillars that can easily be broken. Since there are two I will count this as two infractions.
- The ramp on the stage gives fighters an unnecessary advantage.
- I don't think it's legal to host normal boxing matches at scrapyards.

Cinema Deux (10):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- Four cars are parked outside. Since there are four I'll count four infractions.
- Cars can be bounced on.
- Cars can be hit.
- No way in hell any normal movie theater think it's a good idea to host live boxing matches outside their parking lots.

Buster Beach (5):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- Ramps on both sides of the stage.
- Platform in the middle is pointless.

Snake Park (9):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- Center of the stage has uneven slopes specifically meant for skateboarding, not boxing.
- Two snakeboards (the ARMS version of skateboards) are on the stage. Two whole infractions.
- Both snakeboards can be used to go fast and jump higher.
- Snakeboards on their own would be dangerous as hell to use in real life without a helmet, and from what I can tell no one seems to use one.

- It's also mentioned this stage is located under a bridge. I don't know about you, but I think it's safe to assume anyone who would go here would be putting themselves at risk of death if the bridge were to collapse or there's a car crash.
- [Not an infraction and more of a fun fact, but in the 2.0 update they removed this stage from Ranked Matches due to how gimmicky this stage is. I'm pretty sure this is also the only time they ever did something like this.]

DNA Lab (11):

- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- I think there are a number of reasons why hosting boxing matches (especially when the fighters have long extendable arms) in a laboratory would be a bad idea.
- There are stairs on the stage that make for a tripping hazard.
- There are six tubes that act as pillars that can be broken. Since there are six I will count this as six separate infractions.
- Each tube contains a member of the cell (the gray version of Helix seen in 1-on-100). I don't think it's a good idea to break tubes that are preventing more creatures from attacking you.

Sky Arena (6):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- Platform in the middle is surrounded by metal grates.
- Stage is too damn high up in the sky, so someone could easily fall to their death.
- Are we not gonna talk about how there are lit torches surrounding the stage?

Via Dolce (6):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- There are unnecessary ramps.
- A number of cafes surround the stage.
- Gates can be easily accessed on both ends of the stage.

Temple Grounds (12):

- Takes place outside.
- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- There are ramps.
- There are stairs.
- There are four pillars that can be broken. There are four so that is four infractions.
- Lit torches surround the map.
- The Temple Grounds carry historical value. There are a number of things that could go wrong by letting fights happen on ancient land that have historical value.

- According to the lore, the missangans seem to be apart of some sort of religion. Pretty safe to assume you can't fight people in places that hold major value to religious groups... Unless we're talking about Scientology Orgs, those are free.

Sparring Ring (1):

- Takes place outside.
- I can't name any other infractions.

[NAME REDACTED] (14):

- There are no proper ropes.
- There are no barriers to protect the audience from accidental attacks.
- There's a conveyor belt.
- There are stairs.
- Wires litter the stage as a tripping/fire hazard.
- Lots of machinery surrounds the stage, including a prototype Hedlok model.
- There are at least five tubes that move along the conveyor belt. I'm saying at least five because I that's how many were shown in the promo photo of the stage and I don't think anyone knows if there's a limit to them.
- The badge received for destroying one of the tubes also implies there might be poisonous gas in them.
- The real name for the stage is presumably "ARMS Laboratories", implying we're in yet another lab.

All but one of these stages are safe to hold boxing matches on. Still have less infractions then most of the fighters though.

Infractions Ranked And Added Up

It is now time for the new game show that's been sweeping the floor-

"How Fucked Is The ARMS League!!!"

Before we go into how many infractions the League will have to deal with, lets give some awards to a few specific fighters and stages!

Most Fighter Infractions goes to The Rad Scientist, Dr.Coyle! I knew she was gonna have a lot of infractions, but this shit is just nuts!

Least Fighter Infractions goes to The Speed Demon, Kid Cobra! I was honestly expecting more from him based off his attire alone, but at least I didn't have as big of a headache counting his infractions from the wiki alone.

Most Fashionable Infractions goes to Dr.Coyle! Turns out that having her logo on pretty much everything she wears would give her the most fashion related infractions.

Most Lethal Infractions goes to The Silver Screen Queen, Twintelle! Weaponized hair can really make a difference.

Me/PetRock's Favorite Fighter is split between both The Mean Machine Springtron and The Sucker Puncher Lola Pop. Springtron I like purely for lore reasons, and Lola Pop for the fact she was the first fighter I ever unlocked all ARMS on.

Most Stage Infractions goes to [NAME REDACTED] aka ARMS Laboratories. It should only be used for lab experiments, not fighting people with slinky ARMS!

Least Stage Infractions goes to the Sparring Ring. This stage miraculously only had one infraction! If I were to hazard a guess as to why, it probably comes down to how this stage was originally only intended for the online exclusive 1-on-1 mode before being made playable in version 3.2, aka the second best update in the game.

Most Disrespectful To Fight On Stage goes to the Temple Grounds. I'm pretty sure fighting in a sacred place viewed highly at least one religious group would get you in massive trouble.

Most Lethal Stage goes to [NAME REDACTED]. If those tubes are carrying lethal gas and they're broken, then everyone in that room is about as good as dead.

PetRock's Favorite Stage goes to the Sky Arena! If you ever plan on reading any of my other fanfics, you'll find out soon enough why this is my favorite.

Now, how many infractions is the ARMS League gonna have to deal with?

Starting with the fighters, here are each of them and their infractions listed in where they appear on the character select screen-

Spring Man: 27
Ribbon Girl: 31
Ninjara: 28
Master Mummy: 25
Mechanica: 28
Min Min: 28
Twintelle: 29
Byte & Barq: 29
Helix: 25
Kid Cobra: 23
Max Brass: 25
Lola Pop: 30
Misango: 28
Springtron: 31
Dr.Coyle: 40

Added up, all the ARMS fighters combined have a total of 427 infractions. I don't remember how many infractions everyone in Punch-Out has, but I'm at least 85% positive that this could be higher than whatever the WVBA has going on.

As for the stages-

Spring Stadium: 5
Ribbon Ring: 5
Ninja College: 6
Mausoleum: 6
Ramen Bowl: 5
Scrapyard: 8
Cinema Deux: 10
Buster Beach: 5
Snake Park: 9
DNA Lab: 11
Sky Arena: 6
Via Dolce: 6
Temple Grounds: 12
Sparring Ring: 1
[NAME REDACTED]: 14

Added up, all the stages have a total of 109 infractions.

Putting together all the general infractions and assuming I didn't miss any since I was working off my memory and what I saw on the wiki 'cause I haven't played this game since the 7th year anniversary, The ARMS League has broken a total of 536 infractions!

Despite how insane this project has made me, this was actually kinda fun to make. And who knows, maybe if an ARMS 2 is announced I'll make a sequel to this. I just hope that I won't have as big of a headache when that happens-

[Suddenly Aran Ryan shows up by breaking down the door with a fucking dodge ball. His boxing glove flail from Title Defense has now been doubled and are wrapped around both of his normal arms, and he's also carrying a bunch of other stereotypical Irish stuff.]

OH WHAT THE FU-

[Insert credits sequence here with an 8-bit cover of the ARMS Theme here]

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